

Derrick Willis

<https://www.DerrickWillis3D.com/>

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Summary:

A Navy Veteran that enjoys 3D modeling. Has the ability to give and receive feedback, able to comprehend and communicate information and ideas clearly. Highly self-motivated with the ability to multi-task and operate efficiently in a fast-paced environment and complete tasks in a timely manner.

Qualifications & Skills:

-Maya	-Unity	-Substance Painter	-Hi & Lo Poly
-3ds Max	-OpenAi	-After Effects	-ComfyUI
-ZBrush	-Photoshop	-Ai Generated	-Visual Scripting
-Unreal Engine	-Hard Surface	-Blender	-Mel Script

Education:

Bachelor of Science Degree in Media Arts & Animation

The Art Institute of California-San Diego

Jul/2012-Sept/2015

Work Experience:

3D Artist

Lockheed Martin (Remote)

Jul/2023-Present

- Support Post-Production and Composite Projects
- Manage and create a library of 3D assets, characters, and props.
- Specialize in hard surface modeling (Hi & Lo Poly), rigging, animation, and scripting (C#, C++, Python) using industry-standard software such as Maya, 3Ds Max, Blender, Unity and Unreal Engine.
- Create organic models with ZBrush, focusing on anatomical accuracy and high-resolution detail. (High & Low Poly)
- Apply advanced lighting, texturing, and painting techniques using Substance Painter to enhance visual quality. Shaders for game engines.
- Produce high-quality renders and animations, optimize performance and aesthetic appeal across platforms.
- Convert point cloud data into usable mesh models for integration into production pipelines.
- Leverage AI-generated modeling workflows to accelerate asset creation and prototype development.
- Scripting for Virtual Reality, Augmented Reality (XR) in Unity & UE

3D Artist

BEMR LAB (Remote)

Apr/2015-Jul/2023

- Design Virtual Environments, Assets, Characters, Textures, UV Mapping, Lighting, Rigging, Animations, and a little bit of scripting (C#, Blueprint Visual Scripting, Visual Studio and Mel Script)
- Live Demos with Meta Quest, VIVE, HoloLens
- Lo & Hi Poly
- Hard Surface modeling with Maya, 3Ds Max & Blender
- Zbrush Marmoset Pipeline
- UV & Texturing with Substance Painter
- High Quality Renders with Unity, Unreal Engine 5, and Keyshot
- Point Cloud Data Scans, convert Point Cloud to Mesh, Reduction, to Surface, Import/Export to preferred file type
- CAD file conversion

Operation Specialists-Second Class (OS2)

US Navy, San Diego, CA

Mar/2008-Mar/2012

- Operated Aegis Radar for Surface/Air Team with Stennis Strike Group
- Kept Enemy Surface & Air Contacts at a Safe Distance (Vital Area)
- Conducted Damage Control, Firefighting and General Quarters Drills